This listing of claims will replace all prior versions, and listings, of claims in the application:

<u>Listing of Claims</u>

1.   (Previously Presented) A gaming machine comprising:

a housing;

a master gaming controller coupled to the housing designed or configured to control a game of chance played on the gaming machine wherein the game comprises receiving a wager on an outcome for the game of chance, generating the outcome for the game of chance on the gaming machine and displaying the game outcome;

a display coupled to the housing for displaying the game controlled by the master gaming controller;

one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the gaming machine;

one or more output devices coupled to the housing for outputting indicia of credit;

a communication interface connected to a network of gaming machines, each of the gaming machines in the network providing wagering on games of chance and providing an input and an output of the indicia of credit;

a memory storing downloadable game software for generating different types of games played on a plurality of gaming machines;

wherein the gaming machine is capable of providing one or more game services, including downloading game software application data for use by game software executing on another gaming machine and downloading game software for execution on another gaming machine receiving the downloaded game software, to the plurality of gaming machines within the network of gaming machines and wherein the gaming machine is capable of downloading a first game software for playing a first game to a second gaming machine in the network of gaming machines wherein the second gaming machine executes the first game software to generate the first game on the second gaming machine and wherein the first game played on the second gaming machine comprises: receiving a first wager on a first game outcome for the first game, generating

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the first game outcome of the first game on the second gaming machine and displaying the first game outcome.

2.   (Original)The gaming machine of claim 1, wherein the game played on the gaming machine is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

3.   (Original)The gaming machine of claim 1, wherein the game service is progressive game play, bonus game play, accounting, game serving or game configuration.

4.   (Original)The gaming machine of claim 1, wherein the gaming machines in the network are connected in one or more loops.

5.   (Original)The gaming machine of claim 1, wherein the plurality of gaming machines are connected using fiber optic connections, wire connections, or wireless connections.

6.   (Original)The gaming machine of claim 1, further comprising a concentrator for gathering information from a plurality of gaming machine in the network of gaming machines.

7.   (Original)The gaming machine of claim 1, further comprising a translator that translates one communication protocol to another communication protocol.

8.   (Previously presented)The gaming machine of claim 1, further comprising a game server.

9.   (Previously presented)The gaming machine of claim 8, wherein the game server includes a microprocessor, separate from the master gaming controller, for performing at least one of the game services.

10.   (Original)The gaming machine of claim 1, further comprising a memory device storing game information wherein the memory device is removable from the gaming machine.

11.   (Previously Presented)The gaming machine of claim 1, further comprising a memory device storing game information received from a plurality of gaming machines in the network of gaming machines.

12.   (Original)The gaming machine of claim 11, wherein the game information is a number of games played, a number of wins, a number of losses, a game event, and an amount of money wagered for one or more gaming machines.

13.   (Previously presented)The gaming machine of claim 1, wherein the gaming machine is capable of generating configuration commands and sending the configurations commands to the second gaming machine wherein the configuration commands are for reconfiguring one of hardware settings, game software settings on the second gaming machine.

14.   (Previously presented) The gaming machine of claim 1, wherein the gaming machine is capable of receiving game information from one or more gaming machines via the communication interface, controlling a game service of at least of a bonus game, a progressive game and combinations using the received game information and providing the bonus game, the progressive game and combinations thereof to the one or more gaming machines.

15.   (Previously Presented)The gaming machine of claim 1, wherein the gaming machine is capable of displaying a list of games on the display available for game play on the gaming machine, receiving a selection of one of the games on the list, loading game software for the selected game from a memory store the game software and generating the selected game on the gaming machine using the loaded game software.

16.   (Original)The gaming machine of claim 1, wherein the network is a progressive game network, a casino area network or a bonus game network.

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17.   (Previously Presented) A method for providing game services to a group of gaming machines connected in a network, the method comprising:

in a first gaming machine that comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the first gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the first gaming machine; v) a communication interface connected to the network of gaming machines, and vi) a memory storing downloadable game software;

communicating with a second gaming machine in the gaming machine network wherein the second gaming machine is capable of generating a first game played on the second gaming machine;

determining a gaming service for the second gaming machine;

receiving game information used to provide the gaming service for the second gaming machine; and

providing the game service to the second gaming machine in the gaming machine network wherein the game services include downloading game software application data for use by game software executing on another gaming machine and downloading game software for execution by another gaming machine receiving the downloaded game software and wherein the first gaming machine is capable of downloading a second game software for playing a second game different from the first game to the second gaming machine wherein the second gaming machine executes the second game software to generate the second game and wherein the second game played on the second gaming machine comprises: receiving a first wager on a first game outcome for the second game, generating the first game outcome on the second gaming machine and displaying the first game outcome.

18.   (Original) The method of claim 17, wherein the game is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

19.   (Previously Presented) The method of claim 17, wherein the game services comprise one or more of progressive game play, bonus game play, accounting, game serving or game configuration.

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20. (Original) The method of claim 17, further comprising:

sending a signal requesting game information to a plurality of gaming machines connected to the network;

receiving game information from one or more gaming machines connected to the network; and

storing the game information from the plurality of gaming machines on the game server.

21. (Previously Presented) The method of claim 19, further comprising concentrating game information from a plurality of gaming machines and sending the game information to at least one of a translator or a game server.

22. (Previously Presented) The method of claim 19, further comprising translating game information from a plurality of gaming machines from one communication protocol to another communication protocol and sending the game information to a game server.

23. (Previously Presented) The method of claim 17, further comprising,

sending a signal instructing the master gaming controller on a plurality of gaming machines to perform a game operation for the game service.

24. (Original) The method of claim 23, wherein the game operation is presenting a bonus game or displaying a progressive jackpot.

25. (Original) The method of claim 20, wherein the game information is selected from the group consisting of a number of games played, a number of wins, a number of losses, a game event, and an amount of money wagered for one or more gaming machines.

26. (Original) The method of claim 17, wherein the network is a progressive game network, a bonus game network or a casino area network.

27. (Previously Presented) A method for providing game downloading to a group of gaming machines connected in a network, the method comprising,

displaying a list of games on a first gaming machine;

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receiving a game selection signal for a game selection on the first gaming machine;

transmitting the game selection signal to a second gaming machine wherein the second gaming machine comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the second gaming machine; v) a communication interface connected to the network and vi) a memory storing downloadable game software;

receiving first game software for the game selection stored in the memory from the second gaming machine via the network; and

executing the first game software on the first gaming machine to generate a game outcome for the game selection on the first gaming machine.

28.   (Original)The gaming machine of claim 27, wherein the game selection is selected from the group consisting of video poker, video black jack, slot games, keno, video pachinko or lottery.

29.   (Previously Presented) A method for providing game configurations to a group of gaming machines connected in a network, the method comprising,

configuring a first gaming machine with at least one of hardware settings, software settings and combinations thereof wherein the first gaming machine comprises i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the first gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the first gaming machine; v) a communication interface connected to the network;

storing the game configuration information to a memory device on said first gaming machine wherein the game configuration information comprises at least one of the hardware settings, the software settings and combinations thereof; and

downloading the game configuration information to a second gaming machine from first gaming machine wherein the second gaming machine is capable of configuring

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one or more of the hardware or game software for generating a first game played on the second gaming machine using the downloaded game configuration information wherein the game configuration information includes game play limits for the first game.

30.   (Original) The gaming machine of claim 29, wherein the game is selected from the group consisting of video poker, video black jack, slot games, keno, video pachinko or lottery.

31.   (Previously Presented) The gaming machine of claim 29, wherein the game play limits are one or more of a hopper limit, a credit limit, a jackpot limit, a progressive limit and combinations thereof.

32.   (Previously Presented) The gaming machine of claim 29, wherein the game configuration information includes game jurisdiction information.

33.   (Previously Presented) The gaming machine of claim 1, wherein the game software application data are reconfiguration commands, bonusing information and progressive game information.

34.   (Previously Presented) A gaming system comprising:
        a plurality of gaming machines, each gaming machine
                a housing;
                a master gaming controller coupled to the housing designed or configured to control a game of chance played on the gaming machine wherein the game of chance comprises receiving a wager on an outcome for the game of chance, generating the outcome for the game of chance on the gaming machine and displaying the game outcome;
                a display coupled to the housing for displaying the game controlled by the master gaming controller;
                one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the gaming machine;
                one or more output devices coupled to the housing for outputting indicia of credit;

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a communication interface for communicating with one or more of the plurality of gaming machines;

a non-volatile memory for storing game software executed by the master gaming controller and game software application data for use by the game software during its execution; and

a network for connecting the plurality of gaming machines

wherein at least one of the plurality of gaming machines further comprises additional game software for generating different types of games played on each of the plurality of gaming machines and additional game software application data for use by the additional game software during its execution and wherein the at least one gaming machine is capable downloading the additional game software application data for use by game software executing on another gaming machine receiving the additional game software application data and the at least one gaming machine is capable of downloading the additional game software for execution by another gaming machine receiving the additional game software.

35. (Previously Presented) The gaming system of claim 1, wherein each of the plurality of gaming machines further comprises additional game software for generating different types of games played on each of the plurality of gaming machines and additional game software application data for use by the additional game software during its execution and wherein each of the plurality of gaming machines is capable downloading the additional game software application data for use by game software executing on another gaming machine receiving the additional game software application data and the at least one gaming machine is capable of downloading the additional game software for execution by another gaming machine receiving the additional game software.

36. (Previously Presented) The gaming system of claim 1, wherein the additional game software application data is one or more of reconfiguration commands, bonus game information, progressive game information and combinations thereof.

37. (Previously Presented) The gaming system of claim 1, wherein a first gaming machine in the plurality of gaming machines is capable of receiving and storing accounting data from each of the plurality of gaming machines.

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